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Portus Asterum (spell)

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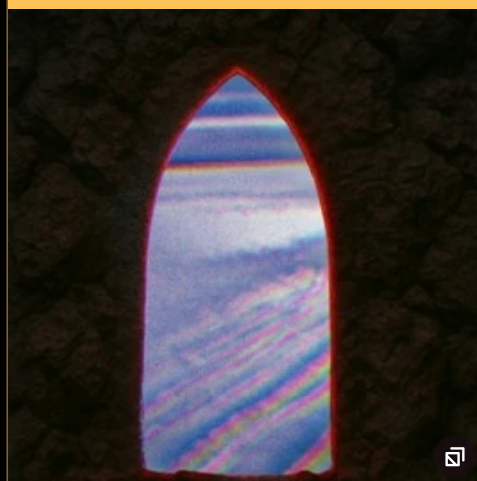
This fan-fiction article, **Portus Asterum (spell)**, was written by Witcher190. Please do not edit this fiction without the writer's permission.

Portus Asterum (*Scholar Tongue*: *Stellar Gate*) is a spell created by the mage Democritus of Ban Ard in the early 13th century. As its name implies, it falls under the category of star magic, consisting of a portal that allows the caster to view—and theoretically travel to—other planets within the same universe.

However, due to the extreme difficulty of its execution and the inherent instability caused by the vast distances it attempts to bridge, the spell functions only as a temporary viewing window rather than a true means of transportation.

Portus Asterum

Details

Element(s)	Stars
Type	Travelling
User(s)	Mage(s)

allows the caster to view
and theoretically travel to—

Casting & Limitations ✎

Unlike most spells, which draw power from ley lines coursing through the world, Portus Asterum relies on [Chaos](#) sourced directly from the stars. As such, it can only be cast during specific celestial alignments, since stars are not fixed ley lines but ever-shifting elements of the night sky. Only during certain astral configurations can the spell be attempted with any chance of success—and even then, some alignments are more favorable than others.

Portus Asterum after being casted properly

Before casting, the mage must calculate and input precise astrographic coordinates, or the portal will randomly lock onto an arbitrary point in the cosmos, often with unpredictable or dangerous consequences. The accuracy and clarity of the image, as well as the duration of the viewing window, depend on both the stellar positioning and the distance to the target. The farther the intended destination, the more unstable and distorted the resulting projection becomes.

The spell is executed using the same hand gestures employed in standard portal conjuration, but with the crucial addition of the incantation "*Portus Asterum*" and the corresponding coordinates. When cast correctly, a red portal materializes—visually similar to long-distance portals—and, after a short delay, reveals the requested planetary view.

Technically, it is possible to step through the portal and attempt travel to the destination world. However, due to the overwhelming instability caused by the interplanetary scale, such an attempt would almost certainly result in the caster being torn apart in transit.

As with other complicated spells—such as [Alzur's Thunder](#)—perfect pronunciation is essential.

Origin ✎

Portus Asterum was discovered entirely by accident.

Democritus, after several sleepless nights of stargazing and astral study, attempted to cast a sleep spell on himself to induce rest for a predetermined number of hours. In his exhaustion, he mistakenly drew energy not from a nearby ley line in a water stream, as intended, but from the stars above. His gestures were imprecise, his pronunciation muddled, and the stars happened to be in a rare alignment. The result was the sudden manifestation of a red portal through which a foreign world could be seen—an unintended glimpse into the vast, uncharted frontiers of the cosmos.

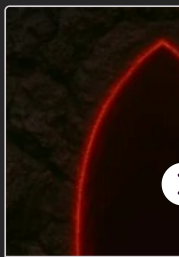Portus Asterum showing a distant world consumed by the White Frost

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